VALOR

THE HEROIC ROLEPLAY SYSTEM

LIANA MACKENZIE & QUINN GORDON

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First published in 2015 by Valorous Games, LLC.

Hardcover ISBN: 978-0-9963553-0-8

Printed in China by Shenzhen Jinhao Color Printing Co. Ltd.

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VALOR

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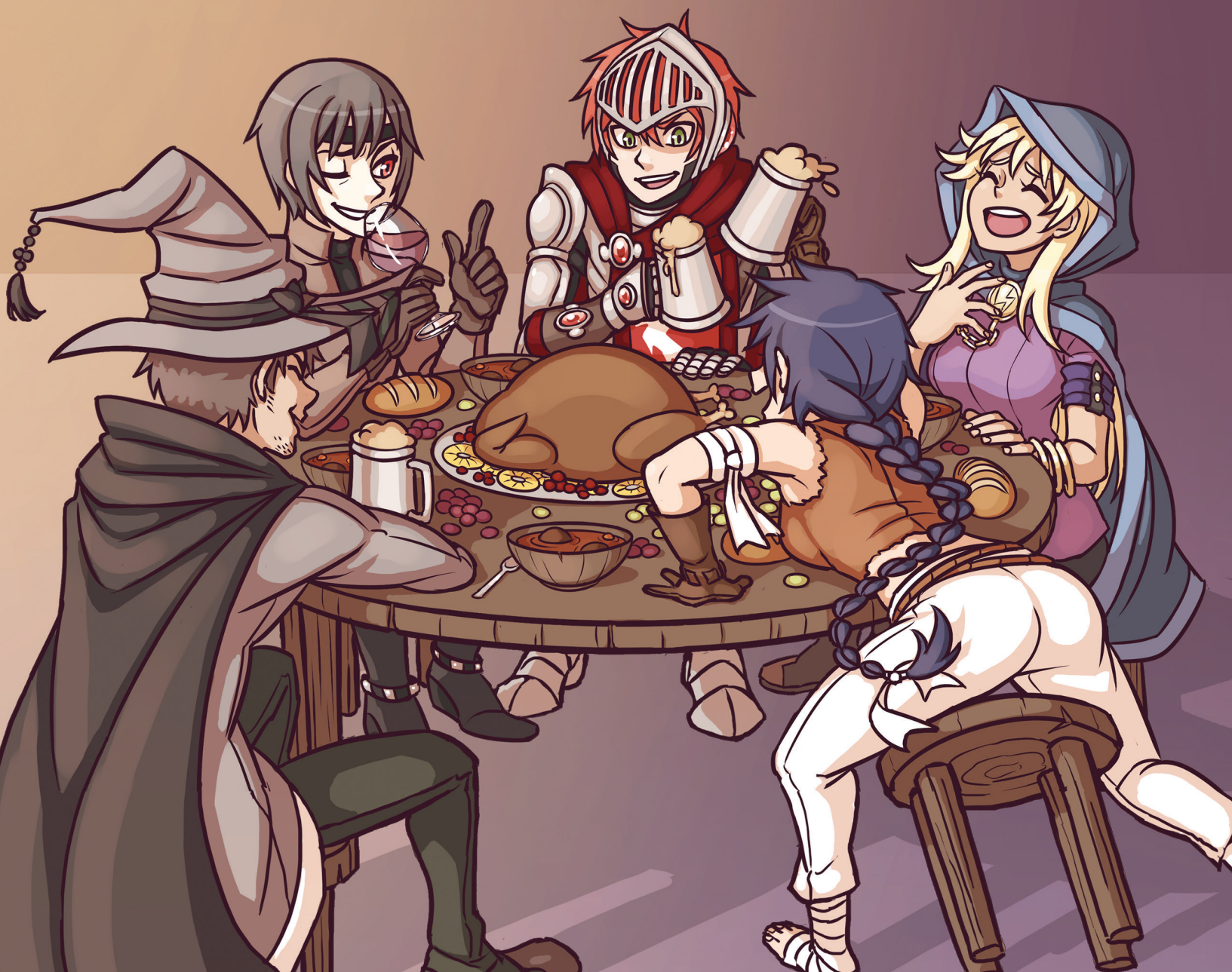
Welcome to Valor



Introduction

Welcome to Valor, the tabletop roleplay system based around building heroic characters that can do whatever you can imagine.

Valor's purpose is to allow you to duplicate the feeling of high-powered, fantastic settings in the tabletop format. The rules are intentionally made flavor-light and flexible so you can create any number of different atmospheres. The system is also made to be modular enough that you can build just about any conceivable character under the sun.

This system is not about reality. While the rules make passing nods to realism when warranted, for the most part it is willing to ignore them completely for the sake of the narrative.

Valor places a much higher emphasis on playing the role of the character than on the whim of the dice. While these rules perform the framework of the game, they are not absolute. The GM is free to make something happen that isn't codified in the rules, and encouraged to think of ways for players to do things that aren't codified in the rules. Valor is designed to allow players the ultimate freedom to create and play the way they want.

What you need to play

The Valor system is based off a single die, the 10-sided die (d10). The system uses primarily opposed rolls to resolve conflicts. Having a calculator for some of the damage numbers doesn't hurt, but is by no means necessary.

In addition, you will also need pencils and paper for character sheets, or if desired a laptop to track your character sheets digitally. The official character sheet presented at the back of the rulebook is viable for beginning players, but it can easily be recreated to make the most sense to the player using them.

Finally, a grid or battle map of some sort is all but essential for many of the tactical options presented here, as well as other dice or tokens to represent the characters. This system functions well in both square and hex grid format.

Creating a Character

Creating a character in the Valor system is all about concept. One of the most important aspects of the Valor system is the mechanics available can represent any number of ideas, and most of the extra details are added by you.

Say, for example, one player wishes to create an android, whereas another wishes to create a ninja warrior. Initially, this is represented in exactly the same way; both players will make a level 1 character. The difference is in the way the character is built. The first player will want to buy Skills based around toughness and Strength, whereas the second player will want to buy Skills based around Agility and swiftness.

The same applies for the formation of Techniques. The Valor system allows you to personalize your character's special moves and attacks, allowing you to create a truly unique character.

Another important aspect to remember when creating a character is your character is often going to be several cuts above an ordinary human (or whatever creature happens to primarily inhabit the setting you are playing in). They're stronger, faster, and more talented than most people going about their daily business. Be it through training or special abilities, the heroes are generally on an entirely different level of power than any normal inhabitant of the world.

Finally, it is important to determine where your character fits in with the rest of the party. Tabletop games are cooperative by nature, and there should be no "main" character – it's all about the party. While it's not necessary to have characters in your party that are good at different abilities present, it's usually a good idea to attempt to create a character that can fit in with a group dynamic and can contribute to the group or fill a gap or weakness that the other characters may have.

Base and Active Attributes

Base Attributes are the qualities that make up your character. It determines what your character excels at, and what they struggle with. Attributes are the core of your character's abilities; they are the most indicative of who your character is and what they are capable of. In game terms, they determine a number of statistics used within the game such as Health and Stamina. The available Attributes are *Strength, Agility, Mind, Spirit,* and *Guts*. They determine your raw physical strength, speed of movement, keenness of intellect, supernatural ability, and force of personality, respectively.

Active Attributes are the ones that see most use in play. Whenever you make a roll in Valor, you will add an Active Attribute to a roll. In many cases, you will have the ability to substitute an Active Attribute that is more desirable, or add special bonuses depending on the circumstances involved. The available Active Attributes are *Muscle, Dexterity, Intuition, Aura,* and *Resolve*, and they are all derived from the applicable Base Attribute and your Character level.

Assigning Base Attributes

At 1st level when creating a character, you start with 25 Attribute Points to be distributed among your 5 Attributes. At 1st level, no Base Attribute can exceed 8. A Base Attribute may never be lower than 1. The only major requirement for assigning Attributes is you should always have at least one Primary Attribute at its maximum possible value, with two Primary Attributes at maximum being common.

Calculating Active Attributes

An Active Attribute is calculated by adding your Base Attribute to your current Level, and then dividing by two (rounded up). Active Attributes can never be lower than 0.

Strength and Muscle

Strength is a Base Attribute that represents the power of your body, the force of your punches, and your hardiness and resistance to attack.

High Strength provides the following:

- Additional Health
- Higher Strength Damage
- Higher Defense

Muscle

Muscle is the Active Attribute that keys into Strength. Muscle is rolled for all Strength-based Techniques and abilities. Muscle is calculated by adding your Strength and Character Level together and then dividing by 2 (rounding up).

Building a Strength-Focused Character

Strength characters are good at getting in close, soaking damage and giving as good as they get. The advantage of Strength is the Attribute gives a strong balance of offensive and defensive abilities. However, Strength-based characters have the least options for Ranged Attacks, and their defensive ability, Muscle Guard, ensures that even if they defend against an attack, they will still take a small amount of damage. Techniques based on Strength inflict Physical Damage, which is more effective against characters with low Strength or Guts.

You should build a Strength character if you want to be:

- Powerful
- Hardy
- Athletic
- Melee-focused

Strength and Other Attributes

When building a character based around high Strength, you want to select other Attributes that will complement your concept. Strength creates powerful characters, but it is limited in utility and needs other Attributes to compliment it.

Agility

Agility gives Strength characters the much-needed mobility that allows them to catch up with their targets. It also gives a number of Skill and Technique options to offer some added variety. However, Agility, like Strength, deals Physical Damage which can limit some combat options.

Spirit

Spirit gives Strength characters ranged and area of effect options as well as additional Stamina. Spirit deals Energy Damage, which gives characters a more effective option when dealing with high Strength and Guts characters. However, as it provides no additional Health or mobility, it can hamper some melee-focused characters.

Mind

Mind has many of the same advantages and disadvantages as Spirit. While Spirit is more focused on powerful blasts, Mind allows for more precision-based Techniques that won't unnecessarily damage allies, and gives some powerful Skills that allow a character to analyze their enemy's movements and exploit their weaknesses.

Guts

Guts has great synergy with Strength, making the character an unstoppable melee juggernaut that can soak damage for quite some time, as well as a number of defensive Skills to keep a character on their feet. However, it doesn't give any ranged attack or movement options, which can be a weakness to already melee-heavy characters.

Playing a Strength Character

Strength characters are notable for the high degree of physical feats they can accomplish. Even at low levels, Strength characters can lift huge amounts of weight and shatter wood with their bare hands. A Strength character excels in athletic endeavors by sheer brute force.

Agility and Dexterity

Agility is a Base Attribute that represents your gracefulness, ability to dodge and strike a foe successfully, and the speed at which you move.

High Agility provides the following:

- Determines Move
- Higher Agility Damage

Dexterity

Dexterity is the Active Attribute that keys into Agility. Dexterity is rolled for all Agility-based Techniques and abilities. Dexterity is calculated by adding your Agility and Character Level together and then dividing by 2 (rounding up).

Building an Agility Character

Agility characters specialize in moving around the battlefield with impunity. Agility characters are strong in both melee and ranged attacks, giving them a lot of options in combat. In addition, Dexterity has a number of Skills that give them various tricks and maneuvers in battle. However, Agility does not give any defenses, making Agility characters the most fragile of any Attribute. The defensive ability Acrobatic Dodge allows a character to defend an attack without suffering any penalty, but should they fail to properly defend they take additional damage. Techniques based on Agility inflict Physical Damage, which is more effective against characters with low Strength or Guts.

You should build an Agility character if you want to be:

- Quick
- Mobile
- Versatile
- Stealthy

Agility and Other Attributes

Because Agility doesn't give any Health or Stamina; you will want to look at what other Attributes will help realize your character. Agility gives a character many options, but they must be handled with care.

Strength

Strength gives Agility characters much needed Defense and Health. It also provides a few additional tricks for melee focused characters, but there tends to be a great deal of overlap with what Agility is already capable of doing.

Spirit

Spirit gives additional Stamina, and its powerful ranged options can give Agility characters a lot of synergy and variety. Spirit deals Energy Damage, giving characters the ability to hit a target where it hurts.

Mind

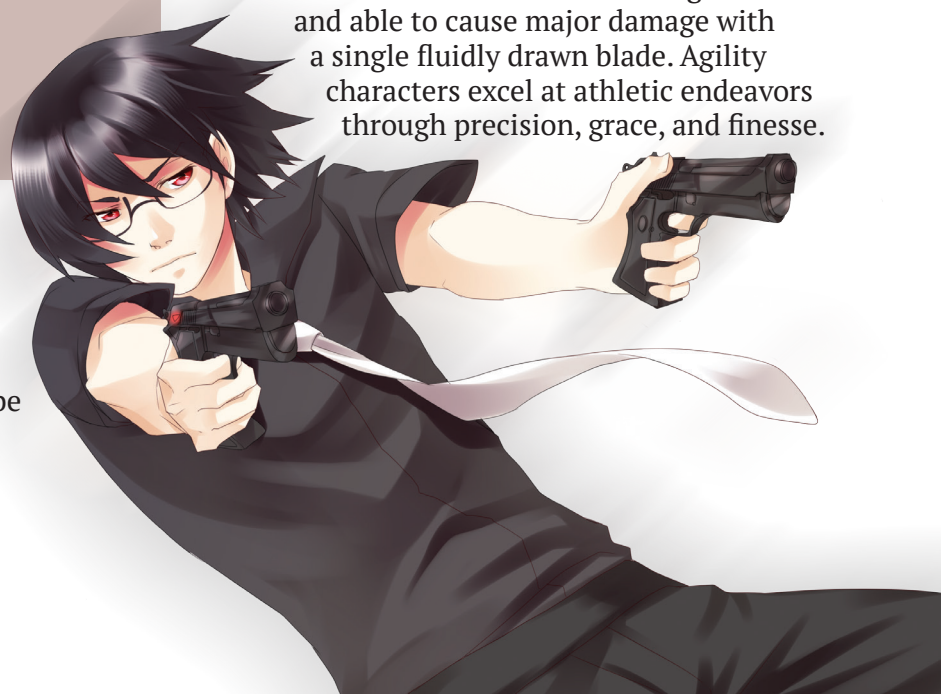
Mind has a number of Skills that synergize well with Dexterity. While its ranged attacks are not quite as potent, its greater finesse does still give a number of strong options to compliment an Agility character. As with Spirit, Mind's ability to deal Energy Damage allows characters to be selective with how they assault their foes.

Guts

The Health and defensive boosts Guts gives can be a great boon, giving Agility builds much-needed lasting power. Guts gives twice the Health that Strength gives, but in exchange Guts offers little in the way of offensive options, which can impede some characters.

Playing an Agility Character

Agility characters are notable for the high level of speed and finesse they are able to bring to a situation. Even at low levels, Agility characters should be able to move without making a sound and able to cause major damage with a single fluidly drawn blade. Agility characters excel at athletic endeavors through precision, grace, and finesse.



Spirit and Aura

Spirit is a Base Attribute that represents the strength of one's soul, their mystic power and their ability to focus and utilize their Aura.

High Spirit provides the following:

- Higher Stamina
- Higher Resistance
- Higher Spirit Damage

Aura

Aura is the Active Attribute that keys into Spirit. Aura is rolled for all spirit-based Techniques and abilities. Aura is calculated by adding your Spirit and Character Level together and then dividing by 2 (rounding up).

Building a Spirit Character

Spirit characters specializing in dominating the battlefield with powerful Techniques that can strike large areas. They also have greater staying power due to the additional Stamina it grants. Spirit fuels some defensive Skills and resistance to Energy attacks, but doesn't give any additional durability on its own. The defensive ability Aura Deflect allows characters to defend themselves by expending a small amount of Stamina. Techniques based on Spirit inflict Energy Damage, which is more effective against characters with low Spirit or Mind.

You should build a Spirit character if you want to be:

- Mystical
- Focused
- Magically gifted
- Area-of-Effect focused

Spirit and Other Attributes

Spirit's major weakness is lack of Health and Defense, so other Attributes that can shore up that weakness tend to work well with it. It offers potent offensive abilities and it can works well with most of the other Attributes.

Strength

Strength gives Spirit characters additional Health and melee options to balance their Stamina and ranged abilities. Strength also gives Spirit characters the ability to deal Physical Damage, which gives them strong versatility.

Agility

Agility does not offer much in the way of added durability or defense, but it does offer the ability to do Physical Damage. Due to its ranged options, it gives added potency to ranged characters, and high speed can help to keep you away from harm.

Mind

While Mind and Spirit have a great deal of overlap, the high Stamina gives them the ability to throw out Techniques constantly without worrying about Limits. This lets them use a wide array of Techniques and abilities simultaneously, as well as giving them flexibility on the construction of their Techniques. However, Mind also deals Energy Damage, giving them a bit less flexibility in their overall damage.

Guts

Guts gives Spirit characters additional Health and Defense, adding to their durability and giving them some strong defensive options to keep them in the fray longer and can synergize with some of the defensive Skills Spirit characters can employ.

Playing a Spirit Character

Spirit characters are inherently magical beings for whom supernatural effects are as natural as drawing breath. Even at low levels, Spirit characters can use magic effects to influence the world around them and use their abilities to impact just about any situation.

Mind and Intuition

Mind is a Base Attribute that represents the keenness of one's intellect, their perceptive abilities, and their tactical reasoning and battle Intuition.

High Mind provides the following:

- Higher Stamina
- Higher Resistance
- Higher Mind Damage

Intuition

Intuition is the Active Attribute that keys into Mind. Intuition is rolled for all Mind-based Techniques and abilities. Intuition is calculated by adding your Mind and Character Level together and then dividing by 2 (rounding up).

Building a Mind Character

Mind characters specialize in controlling the battlefield. While they don't have the powerful blasting options Spirit characters do, they have access to greater finesse with the Techniques they can build, having a much easier time targeting only enemies with offensive abilities and allies with beneficial abilities. Mind gives additional Stamina for using Techniques and provides a higher ability to resist Energy Damage, but does not give any additional Health. The defensive ability Attack Prediction allows characters to defend themselves by reducing their Initiative for the next combat round. Techniques based on Mind inflict Energy Damage, which is more effective against characters with low Spirit or Mind.

You should build a Mind character if you want to be:

- Clever
- Tactical
- Diplomatic and knowledgeable
- Control-focused

Mind and Other Attributes

Mind's major weakness is its lack of Health and Defense, much like Spirit. Unlike Spirit, however, Mind focuses less on overt offense and more on finesse-based Techniques, so its overall power can be somewhat lacking.

Strength

Strength shores up a number of Mind's weaknesses, giving it greater durability and melee capability. Since Strength deals Physical Damage, it gives additional versatility to Mind characters

Agility

Agility has a great deal of Skill synergy with Mind, the two abilities working well together to produce advantageous situations in combat. In addition, their speed, longer Technique range and ability to deal Physical Damage give Mind characters a number of options. However, Agility does not provide any additional Health or defensive ability, which is one of Mind's major weaknesses.

Spirit

Spirit has a great deal of overlap with Mind. The additional Stamina ensures they have a great deal of lasting power, and Spirit's greater blasting ability gives Mind the ability to target larger groups than they might otherwise be able to. However, it doesn't grant any additional Health or Defense, and it also deals Energy Damage so it doesn't give Mind the versatility some of the other Attributes do.

Guts

Guts gives Mind characters increased Health and Defense, which can shore up some of Mind's natural weaknesses and give it a number of defensive options. However, Guts grants no major offensive abilities.

Playing a Mind Character:

Mind characters are intelligent and insightful. Even at low levels, Mind characters can use arcane incantations or advanced technology to achieve great feats of skill and conduct complex negotiations, reading their opposition and responding accordingly.

Guts and Resolve

Guts is a Base Attribute that represents your character's force of personality. A character with high Guts is confident, in-control, and usually able to get what they want. High Guts characters tend to be most associated with unbreakable will and resolve.

High Guts provides the following:

- Additional Health
- Determines Resolve
- Higher Defense
- Some Skills

Resolve

Resolve is the Active Attribute that keys into Guts. Resolve is rolled for all Guts-based abilities. Resolve is calculated by adding your Guts and Character Level together and then dividing by 2 (rounding up).

Building a Guts Character

Guts characters are extremely resilient, able to shrug off effects and stay in the fight longer. Guts grants Health and Defense, and is the best Attribute to substitute when defending against attack. Furthermore, Guts boasts a wide array of defensive Skills that make Guts characters difficult to bring down or hamper with negative effects. However, Guts does have one distinct disadvantage – it cannot be used to attack. On its own, Guts is a powerful support Attribute, but it is the most reliant on other Attributes to bolster it. The defensive ability Resolute Defense allows a character to defend itself without penalty, so long as they have enough Valor.

You should build a Guts character if you want to be:

- Willful
- Directing
- Forceful
- Protection-focused

Guts and Other Attributes

Unlike the other Attributes, Guts is less viable as a proper Base Attribute. Because it lacks the ability to attack on its own, characters that are not purely support focused will require a strong focus in at least one other Attribute to function. That said, Guts provides the most Health of any Attribute making it a great compliment to any other Attribute.

Strength

Strength and Guts makes the most durable character in the game. Extremely hard to bring down and with strong melee capability, Strength is a solid choice for Guts characters. However, it does not grant much in the way of speed, range or Stamina, making the character vulnerable to attacks from afar.

Agility

Like Strength, Agility can give Guts characters strong offensive options. Unlike Strength, it gives strong ranged as well as melee options, and gives a wide array of powerful Skills and speed to compliment the durability Guts bestows. However, as with Strength, Agility provides no Stamina, giving a character less lasting power.

Spirit

Spirit offers more bombastic combat abilities to compliment the defensive nature of Guts. In addition, it gives extra Stamina and Resistance, shoring up a character's lasting power.

Mind

Mind, like Spirit, gives additional Stamina and Resistance, both of which can aid a Guts character. Unlike Spirit, however, Mind's finesse-based abilities can complement the support and defensive skills of a Guts character well.

Playing a Guts Character:

Guts characters are magnetic and indomitable. Even at low levels, Guts characters can take an amount of punishment that would kill a normal human, and naturally draw the masses to them through sheer strength of personality.

Combat Statistics

Combat Statistics determine how your character functions in combat, such as how far they can move, how much damage they can do, and how much damage they can take before going down.

Health

Health is the amount of punishment you can take before you are Incapacitated or killed. When your Health reaches 0 or below, you are Incapacitated; you can take no further actions until you are restored to at least 1 Health. Health represents your character's general ability to resist or soak damage, and while Health remains they still have the strength to fight. If you are reduced to negative your maximum Health value, your character is dead and is permanently removed from play. The GM may elect to create some means for revival if desired, but in general, death means the creation of a new character.

Calculating Health

Base 50

+5 for each point of Strength

+10 for each point of Guts

+10 for each Character Level, starting at level 1

Health Increment

A Health Increment is a small amount of vitality that is recovered between scenes. It represents a character's ability to bounce back and refocus after a battle. After every scene, all characters recover one Health Increment's worth of Health. A Health Increment is equal to one fifth of your total Health.

Calculating Health Increment

When calculating your Health Increment, take your maximum Health and divide by 5.

Critical Health

Critical Health represents the point beyond when any sane human would be fighting. It is the point where a hero is barely hanging on, and may give them special bonuses or penalties depending on how their Skills and Techniques are built. Whenever your Health is below twice your Health Increment, you are considered to be at Critical Health.

Recovering Health

After every scene, you recover one Increment of Health.

If you forfeit participating in a scene to devote your time to intensive rest or treatment, you recover an additional Increment of Health.

If you use the *Passive Healing* Skill during a non-combat scene, you forfeit your Stamina Increment for the scene, but one of your allies can recover an additional Heath Increment.

Stamina

Stamina is the reserve of energy you have to use your special abilities. It represents the reserves of inner strength you have to continue using powerful attacks.

Calculating Stamina

Base 8

+2 for each point of Spirit

+2 for each point of Mind

+4 for each Character Level, starting at level 1

Stamina Increment

As with the Health Increment, a Stamina Increment represents a small amount of Stamina recovered between Scenes as you bounce back after the battle. A Stamina Increment is equal to one fifth of your total Stamina.

Calculating Stamina Increment

When calculating your Stamina Increment, take your maximum Stamina and divide by 5, rounding up if necessary.

Recovering Stamina

After every scene, you recover one Increment of Stamina.

If you forfeit participating in a scene to devote your time to intensive rest or treatment, you recover an additional Increment of Stamina.

If you use the *Passive Healing* Skill during a non-combat scene, you forfeit your Stamina Increment for the scene, but one of your allies can recover an additional Heath Increment.

Attack

Attack is represented by four individual stats that determine the strength of your Techniques based on the Attributes they are tied to. Your attack stats are added to your overall damage when attacking.

Types of Attacks

When attacking, the Attribute you select determines the form it takes. From a ball of magical flame to a crushing hammer strike, attacks can represent just about anything, but depending on the Attribute they all function differently.

Strength Attack

Strength Attack is used to calculate the damage of melee-based attacks that focus around fairly mundane means such as swords, axes, hand-to-hand combat or, in some cases, large thrown weapons, even if the weapons themselves are enchanted or otherwise empowered. Strength Attack is calculated by adding Character Level to Strength and multiplying by 2.

Agility Attack

Agility Attack is used to calculate the damage of primarily ranged-based attacks that focus around fairly mundane means such as bows, guns, thrown weapons or, in some cases, light melee weapons, even if the weapons themselves are enchanted or otherwise empowered. Agility Attack is calculated by adding Character Level to Agility and multiplying by 2.

Mind Attack

Mind Attack is used to calculate the damage of magical spells that make use of incantations, formula, and other such mystic traditions, in addition to attacks that assault the target's mind directly or employ highly advanced technology. Mind Attack is calculated by adding Character Level to Mind and multiplying by 2.

Spirit Attack

Spirit Attack is used to calculate the damage of attacks that draw upon the character's inherent power or spiritual energy, such as ki-based shockwaves. Spirit Attack is calculated by adding Character Level to Spirit and multiplying by 2.

Damage Increment

Damage Increments represent additional damage dealt in special circumstances.

Calculating Damage Increment

Your Damage Increment is calculated by taking your character level and adding 5. Your Damage Increment can also be increased with a Skill.

Defense

Defense is your ability to absorb Physical Damage when an offensive Technique is used against you. Defense is subtracted from all Strength and Agility Damage targeting you. Damage negated in this fashion cannot be reduced below 0.

Calculating Defense

Defense is calculated by multiplying your level by 2 and then adding your Strength and Guts.

Resistance

Resistance is your ability to absorb damage from energy attacks when an offensive Technique is used against you. Resistance is subtracted from all Spirit and Mind Damage targeting you. Damage negated in this fashion cannot be reduced below 0.

Calculating Resistance

Resistance is calculated by multiplying your level by 2 and then adding your Mind and Spirit.

Move

Move is the number of spaces you can move across the battlefield with a single Move Action.

Calculating Move

Your Move starts at 3, and increases by one for every 4 points of Agility you have above 1. Refer to the table to determine your Move distance.

Agility Score	Move Total
1 - 4	3
5 - 8	4
9 - 12	5
13 - 16	6
17 - 20	7
21 - 24	8
25 - 27	9

Valor

Valor represents your fighting spirit and resolve to defeat your foes. Valor allows you to use attacks with Valor-based Limits, and, depending on the situation, can give special bonuses or penalties.

All characters normally begin with 0 Valor at the start of every new scene, and Valor cannot be raised above 10 or lowered below -10. However, some Skills allow characters to begin with Valor, or even raise the maximum Valor limit.

If your Valor is below 0, you get a -1 penalty to all rolls.

If your Valor is -5 or lower, this increases to a -2 penalty.

If your Valor reaches -10, you are Incapacitated and no longer automatically gain Valor each round.

If your Valor is at 10 or higher, you gain a +1 bonus to all rolls.

Unlike most Attributes, Valor is not static. It constantly increases and decreases depending on your actions. By acting in-character or in particularly Valorous fashions such as screaming attack names, confronting rivals, and making dramatic speeches, your GM can choose to award you with Valor. However, acting in a cowardly or dishonorable manner, such as electing to attack someone while they themselves are making a dramatic speech or running from an enemy instead of facing them can cause you to lose Valor. Normally, you will gain 1 Valor at the end of each Combat or Challenge scene round, although there are some Skills that can increase your Valor gains.

Levels and Leveling Up

Normally, characters begin at level 1. As they increase in strength, their level also increases, giving them new and more powerful abilities. A character levels up by accruing a certain amount of experience. The amount of experience required to attain the next level is the character's current level multiplied by 100.

Character Level	Experience Needed	Character Level	Experience Needed
1	100	11	6,600
2	300	12	7,800
3	600	13	9,100
4	1,000	14	10,500
5	1,500	15	12,000
6	2,100	16	13,600
7	2,800	17	15,300
8	3,600	18	17,100
9	4,500	19	19,000
10	5,500	20	22,000

Leveling Up Benefits

Gain 3 Base Attribute points

Maximum Base Attribute goes up by 1

Gain 6 Skill Points

Gain 4 Technique Points. Every new Season, increase this gain by 1.

Gain one Ultimate Technique at the maximum possible Technique level at character levels 5, 10, 15 and 20.

Core Mechanics

During play, Valor uses opposed d10 rolls as its core mechanic. Whenever a character is making any kind of action, be it a combat Technique or a Challenge action outside of combat, they roll a d10 and add an appropriate Active Attribute. In some cases, this Active Attribute may be predefined, and in other cases the players may have some flexibility to justify the Attribute they wish to employ. Whatever the case, if the action is targeting another character, that character will have the ability to counter with a roll of their own. The defender will normally have more options with which to defend, but may also suffer some penalties depending on the choice they make.

In the event of a tie, the roll always favors the aggressor in an action. On occasions in which there are two aggressors, an equivalent roll means both attacks are equally successful.

When rolling, if one character exceeds their opponent's roll by either 5 or 10, depending on the scene, the character achieves critical success. Critical successes give additional benefits beyond that of a normal success and can vary depending on the situation.

Combat

Combat scenes allow characters to use a wide array of Skills and Abilities. While more complex, Combat scenes give a lot of opportunity for characters to shine both individually and as a cohesive unit.

Terminology in Combat

An *Action* represents a specific movement, attack, or special ability that your character can perform.

A *Round* is one full cycle of action from all active characters

A *Turn* is a single character's full set of actions.

If a character is *Surprised*, they are unable to act and take additional damage.

Rough Terrain represents elements in battle that impede movement.

Actions

In Valor, characters act in turn. A full round of combat consists of each active participant in a combat scene making a number of actions on their turn. When it is your turn you may take up to three primary actions: a *Support*, an *Attack*, and a *Move* Action. So long as you have the appropriate actions remaining on your turn, they may be used in any order.

Attack Action

Attack Actions involve using an offensive Technique. You can use one Attack Action during your turn. An Attack Action can be exchanged for either an extra Support Action or an extra Move Action.

Move Action

Move Actions allow you to move a number of squares up to your Move statistic. Any spaces of movement not used during your Move Action are lost.

Slow Action

A Slow Action expends all available actions and is the only action that can be taken in a turn.

Support Action

Support Actions are actions that take little time to complete. Support Actions include using Boost and Weaken Cores, as well as using Active Skills. You can use one Support Action during your turn. A Support Action can be exchanged for a Move Action, but the Move distance for the action is halved and cannot be used to remove status effects.

Special Actions

There are a number of special actions that can be taken outside of the standard turn order.

Charging

Charging requires a Slow Action. It allows you to do one of two things – increase your Valor by 2, or recover an Increment of Stamina.

Reaction

Reactions are special actions that can be taken outside of the normal order. Reactions all require a specific Skill to use and some require an additional action to be prepared in advance.

Defend

A defending character can use an Attack Action to add +1 to their Defense rolls, or use a Slow Action to add +2 to their Defense rolls. Both effects last until the beginning of your next turn.

Movement and Mapping

All movement takes place on a square or hexagonal grid. You can move vertically, horizontally, or diagonally in any direction on the grid. When moving, you expend a Move Action to move a number of spaces up to your Move distance. Under certain circumstances, movement may be more costly. You may move through (but may not end your movement on) spaces occupied by allies, but you may not move through spaces occupied by enemies.

Zone of Control

Zone of Control is the area your character can reach and control. Exiting a space within an enemy's Zone of Control requires you to expend one additional space of movement. Additionally, Zone of Control determines the farthest any Damage Technique without a target Modifier can strike. A character's zone of control is every space adjacent to them.

Zone of Control stacks with other effects that impede movement.

Turn Order

At the beginning of combat, all active participants roll a d10 and add their Dexterity score, as well as any bonuses from Skills if applicable. This roll is the character's Initiative Score, and it lasts until the end of the scene.

Once Initiative is rolled, characters are sorted into a turn order with the highest Initiative roll acting first, followed by the next-highest all the way down to the lowest roll, who acts last. After the final participant in the turn order has acted, all participants who still have at least 1 Health gain 1 Valor and the order resets and begins again. This continues until the Scene is resolved.

In the case of an Initiative tie, all participants involved in the tie re-roll Initiative to determine who goes first among them. The higher rolls move first on that Initiative count, but those participants are still placed in the turn order their initial roll determined.

After all characters have acted, all characters gain 1 Valor and the Initiative order resets, allowing all characters to act again on their turn.

A character is not required to act immediately on their turn. If desired, they may choose to delay.

Delay

A character can delay their turn, acting at a lower point in the turn order. If a character elects to delay their turn, the next person in the turn order acts. After that turn, the delaying character may either take their turn or delay again. If multiple characters delay, once the end of the turn order is reached, the character with the lowest Initiative Roll must act, followed by the next lowest in ascending order until all actions have been completed. Your initiative resets to its original place in the round following the round you delayed in.

Ambush Round

Through use of stealth or subtlety, it is possible to attack before the other team is prepared. This allows each person taking part in the Ambush Round take a full turn as part of an Ambush Round. Until the end of this round, all enemies are Surprised. Valor does not increase at the end of the Ambush Round.

While a target is Surprised, they have major penalties to their defensive abilities. It is possible to Surprise foes during combat by hiding during combat or otherwise sneaking up on them, but during a Combat Scene that has already begun you do not gain an additional surprise round.

Attacking

In Combat scenes, characters use special Techniques they have created to damage or impede their foes and empower their allies. Most Techniques target any one ally or enemy within your Zone of Control. However, Techniques can be improved with special abilities that give them additional range. When attacking at range, there are no penalties imposed for using a ranged attack when obstructed by other characters, but sizable obstacles can provide Cover bonuses that make dodging easier. All Techniques are bound to a specific Attribute, which determines what they roll and how it can be built.

When attacking, the attacker rolls the Active Attribute bound to the Technique they are using. The defender responds by rolling the same Active Attribute, or by substituting a different Active Attribute (and suffering a small penalty). If the attacker wins, or the roll is a tie, the Technique hits. Which Active Attribute is used depends on the type of Technique being used. For Damage Techniques, the Active Attribute corresponding to the type of damage being inflicted is used- Strength Damage attacks roll Muscle, Agility Damage attacks roll Dexterity, Spirit Damage attacks roll Aura, and Mind Damage attacks roll Intuition. For other kinds of Cores, the Active Attribute to use is specified in the Core description.

Targeting

When using a Technique or Skill, you must select a target or targets to effect. In order to target a character, you must fulfill a number of requirements. The character must be within range of your ability, and your character must be able to

see them. Any characters that are fully covered by some sort of terrain or barrier cannot be targeted. However, if you launch an attack that can destroy a barrier, you can target anyone behind it at no penalty, provided you destroy the barrier first. Techniques that ignore Cover are still subject to the sight rule; if you cannot see them you still cannot target them directly. However, if desired, you may target a space you know the target is occupying. If your character has seen or can make an educated guess at the location of the target, they may attempt to target a space the target occupies, but they may take a penalty to their roll.

Defending

When defending against an attack, you must oppose the roll with the same Active Attribute. For example, if you are attacked with a Muscle Technique, you counter with your own Muscle. However, all characters may instead substitute other Active Attributes, giving themselves a better chance to block but taking a minor penalty depending on how they choose to defend themselves.

Acrobatic Dodge

When defending against attacks that do not inflict Agility Damage, you can still use your Dexterity to defend. If you fail to defend, you take additional damage equal to the attacker's Damage Increment.

Attack Prediction

When defending against attacks that do not inflict Mind Damage, you can still use your Intuition to defend.

When substituting Intuition, reduce your Initiative count by 2 until the end of round after the attack resolves, after which it resets. Attack Prediction cannot be used if it would reduce your Initiative count below 1.

Aura Deflect

When defending against attacks that do not inflict Spirit Damage, you can still use your Aura to defend. When substituting Aura, you must expend some Stamina in order to defend.

Attacker's Character Level	Stamina Expended
1 - 5	2
6 - 10	4
11 - 15	6
16 - 20	8

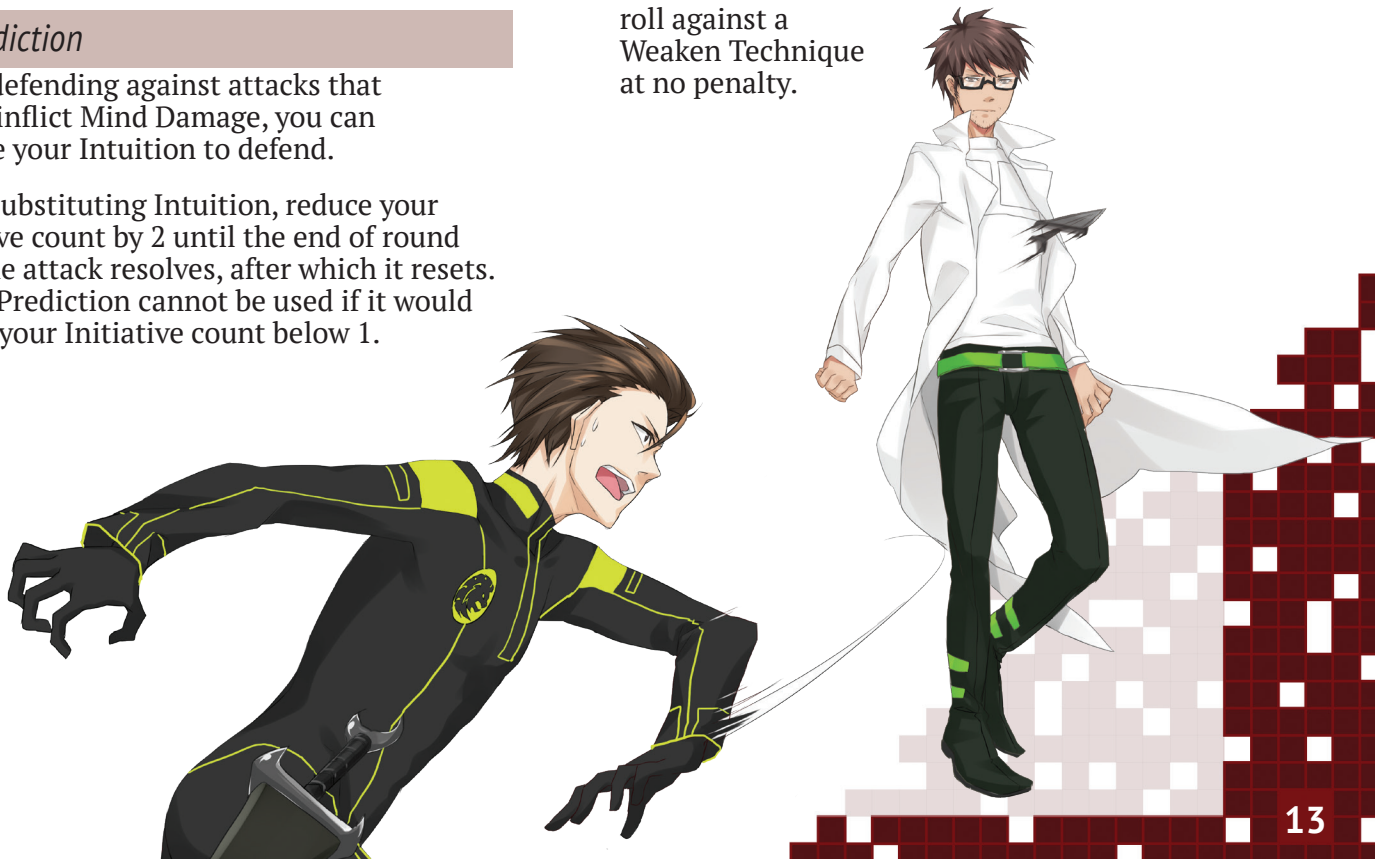
Muscle Guard

When defending against attacks that do not inflict Physical Damage, you can use your Muscle to defend. If you successfully defend, instead of taking full damage you only take the attacker's Damage Increment.

Resolute Defense

When defending against attacks, you can use your Resolve to defend. Your Valor must be at least 2 to use this.

These defensive abilities can only be used against a Damage Technique. When defending against Weaken Techniques, you can substitute any other Active Attribute at a -1 penalty to the roll. If your Valor is at least 2, you can substitute Resolve on a Defense roll against a Weaken Technique at no penalty.



Status Conditions

Certain Skills or Techniques can inflict special status conditions on their targets, and there are a number of conditions that can be incurred throughout the course of the game.

Flying

You are flying above the battlefield. You are immune to attacks from characters on the ground that do not have the Ranged Attack, *Blast Radius*, *Line Attack*, or *Indirect Attack* Modifier, and cannot be knocked Prone. Flying characters ignore the Zone of Control of land-bound characters and ignore land-based Rough Terrain.

Immobilized

You are pinned to the spot. While Immobilized, any action or effect that you or an ally takes to change your position is nullified (any other effects of the action still apply). You can end this condition using a Move Action.

Incapacitated

Either your Health has been reduced to 0 or below or your Valor has been reduced to -10. When Incapacitated, you can take no actions and you do not gain Valor at the end of a combat round. You may, however, still speak. Incapacitated represents the point where you are so emotionally or physically drained that you can't move or contribute to combat in a meaningful way. While Incapacitated, you are also Prone. Any rolls made while Incapacitated automatically fail.

Launched

You have been knocked into the air. While Launched, you count as Flying but cannot use any Reaction abilities, and take an additional Damage Increment from subsequent attacks. On your turn you return to the ground and suffer no further effects.

Prone

You have fallen onto the ground. While Prone, your Move distance is halved, and you suffer a -1 penalty to all Defense rolls. You can get up using a Move Action or a Support Action.

Shaken

Your will to fight has been temporarily Shaken. While Shaken, you suffer a -1 penalty to all opposed rolls. You can snap out of this condition using a Support Action.

Surprised

You have been caught off guard. You make all Defense rolls at a -2 penalty, and damage dealt to you by enemies is increased by the attacker's Damage Increment.

Critical Defense

If you succeed on a Defense roll by 10 or more, the attacker becomes Shaken. A Critical Defense cannot be scored against an ally.

Critical Strike

If you succeed on an attack roll by 10 or more, add the Attack score associated with the Technique on top of the Technique's normal damage.

Overdrives

Overdrives represent your character's ability to defy fate and overpower foes through sheer force of will. Overdrives are powerful options that become available at dramatic moments to turn the tides in the favor of the user. To use an Overdrive, a character must expend 3 Valor, but so long as the circumstances are right to use the Overdrive, it requires no further action expenditure.

Burst of Speed

As a Free Action during your turn in combat, gain an extra Move Action.

Desperate Action

As a Reaction to the end of a character's turn, you may take your turn immediately and then skip your next turn.

Determination

After any roll you make, add 5 to the roll. You can use this after you know whether or not the roll succeeded.

Exceed Limitations

During your turn in combat, so long as you are not Incapacitated, you can recover all of your Stamina. This Stamina is lost at the end of the encounter.

Indomitable

During your turn in combat, end all adverse effects currently affecting you. This includes the effects from Weaken Techniques, Immobilization, and the *Seal* Skill. Furthermore, no effects of this type can affect you until the beginning of your next turn

Sudden Action

As a Free Action that may be taken at any point in any character's turn, you may take a Support Action immediately.

Teamwork

After any roll an ally makes, add 3 to the roll. You can use this after you know whether or not the roll succeeded.

Unbreakable

During your turn in combat, you can recover one Increment of Health. This Health is lost at the end of the encounter. It is possible to die from Health loss in this manner. If you are Incapacitated, recover enough Health to set you at one full Health Increment.

Dialogue

Characters are assumed to be able to talk as much as they want during a round or turn. This especially applies to villains, who will often deliver dramatic monologues within the first round of combat. As a general rule, talking requires no actions, but the GM is free to divide a speech up over multiple rounds if it seems too long.

Environments and Battlefield Effects

There are a number of different environments and battlefield effects that can be used in Combat Scenes.

Cover

Cover can take the form of buildings, trees, or other objects that partially obscure a character. Cover can apply either if it is between an attacker and their target, or if a character occupies the same space as something that can be used as cover. Utilizing cover requires no action. Characters within cover gain +1 to their Defense rolls. Characters with total cover (inside a building or behind a wall) cannot be targeted without the cover first being destroyed or by Techniques with Modifiers that allow it. Generally, the target cannot be seen by cover and if you have the means to target them you must still target a square. The attack resolves normally if the correct square is targeted.

Darkness

Darkness obscures the battlefield, making it difficult to see or target an enemy. Whenever you are making an attack roll against a target in a dark space, you suffer a -1 penalty to the roll. Similarly, you suffer a -1 penalty to Defense rolls against attackers who are in darkness.

Rough Terrain

Under normal circumstances, Rough Terrain takes 2 spaces of movement to leave. This can be increased at the GM's discretion to represent fantastic or particularly unwieldy terrain.

Rough Terrain can be applied to terrain in the air as well, or even to both air and ground.

Dangerous Terrain

Certain terrain is hazardous to pass through or stand in, and can cause ongoing damage so long as the character remains within it. Any time a character passes through or begins their turn in dangerous terrain, an attack roll is made against them and if it hits they take the damage. The type of Attack Roll and damage is determined beforehand by the GM and is variable depending on the situation. Unless specified by the GM, flight will generally allow a character to bypass the damaging effect completely. Dangerous Terrain may be stacked with Rough terrain.

Water

Moving in water is difficult. Characters can move and fight while trying to stay above water, treating it as Rough Terrain and taking -1 to all rolls. A character may attempt to swim at normal speed as a Move Action by making a Strength, Dexterity or Spirit check against the water's difficulty (determined by the GM). Swimming rolls are exempt from the -1 penalty. If they succeed, they move at normal Move distance, if they fail, the water is still considered Rough Terrain, and the character loses 2 Move for their next Move Action.

Currents

Currents can be present in water which can move the characters. If a character ends their turn on a current, they are moved a number of spaces depending on the strength of the current (usually 1 or 2 at the GM's discretion). They must also make a Strength, Dexterity or Spirit check against the current's difficulty or be dragged underwater.

Underwater

While underwater, characters lose 1 Valor instead of gaining 1 Valor every round. If they reach -10 Valor and fall unconscious, they begin drowning. While drowning, they lose 1 Increment of Health every turn. The regular water rules still apply while underwater. Characters underwater cannot be targeted by melee attacks by characters above water.

Structures and Objects

No battlefield should be a flat, featureless plane. Structures and objects give definition to an area, and allow characters to utilize the area around them to greater effect, making combat more dynamic and interesting. All structures have 3 attributes: Durability, Defense and Resistance, which determine how much punishment they can take before they are destroyed.

Durability

Durability represents the raw amount of punishment a structure or object can take before it breaks. The durability of a structure is generally determined by what it is; a basic wooden wall might have a durability of two, whereas a steel wall might have a durability of four or five.

Defense and Resistance

Some objects and structures are especially resilient to normal attack. Structures can be given Defense or Resistance to make them more resistant to damage and much more difficult to destroy. Structures and objects with Defense or Resistance cannot be destroyed by normal attacks, and require more powerful Techniques to demolish.

Interacting with Structures and Objects

Generally, a structure or object does one of two things: It either prevents a character from occupying the space it rests on, or it counts as Rough Terrain to move around or through. Some objects might do both; a large statue could count as Rough Terrain and a character may not be able to end their turn on the space it occupies, whereas a wall is simply impassible and a table could impede movement but allow you to end your turn on it by vaulting onto it.

When a Damage Technique targets an object or structure, it does 1 point of durability damage. Ultimate Damage Core Techniques do two points of durability damage. If an attack destroys a section of a larger object or structure such as a wall, it does 1 less durability damage to all connected sections. Objects or structures reduced to 0 durability are destroyed, and depending on the nature of the structure they may either become Rough terrain or be completely obliterated at the GM's discretion.

When a character is Launched into an object or structure via a Technique, the character takes the Damage Increment of the attacking character. In addition, they do 1 point of durability damage to the wall, or 2 points if the character was Launched by an Ultimate Technique. Destroying a structure counts as one space of movement, so if a character is hit by a Technique that pushes them 3 spaces and they destroy a wall on the second space, they will be moved an additional space before coming to a stop. Characters in later seasons inherently do more damage to structures. Add +1 to the durability damage dealt by the character for every season after season 1.

Challenge Scenes

While many minor situations can be solved with a simple roll or two, many situations are more complex, involving a number of different sides and an overarching goal. In these cases, different rules apply.

A Challenge Scene represents a more open-ended form of conflict resolution. Instead of using their combat Techniques, characters instead draw on their personal strengths and weaknesses, assets, and abilities to overcome an obstacle.

Challenge Scenes in Play

In a Challenge scene, players are encouraged to use creative methods to solve problems. Challenge scenes are much more open-ended than Combat scenes, which have a more defined pace and flow.

In challenge scenes, characters act in turn based on Initiative as with Combat scenes. However, Health and Stamina do not always come into play. Challenge scenes are based entirely on character action and how it affects the situation. When it is a character's turn, the player decides how they want to handle the situation and declare an Attribute they wish to roll. The GM may then assign bonuses or penalties to their roll based on the method they declare, as well as force them to use a different Attribute if they feel it is not justified. For example, in a stealth situation, a character might attempt to blend into the crowd. Declaring they are using Resolve, they say they are going to stride out confidently into the street like they belong there, moving and browsing local merchants to avoid detection. Another might declare they are using Dexterity, and choose to keep to the shadows and move stealthily through the crowd and try to avoid being seen at all. While the GM may accept both of the declared Attributes, the character attempting to blend

in might receive a bonus to their roll as they aren't really doing anything that would arouse suspicion, whereas the character who is skulking through the area might receive penalties because their actions are highly conspicuous. Challenge scenes require players to think on their feet and come up with the best responses possible to succeed.

In a Challenge scene, the goal is to turn the situation into one that favors your party. A Challenge scene's flow is dictated by a set of Meters, numeric values that rise or fall based on the party's performance. Normally to end a Challenge scene, the party wants to bring key Meters in the scene to either their minimum or maximum value.

Meters

Meters represent the flow of a Challenge scene. At the beginning of a scene, a number of meters are presented, each with a different bearing on the scene. Depending on the circumstance, a meter might begin high and require the party to chip away at it, and in other circumstances it might begin low and require players to increase it. Ending a Challenge Scene generally involves a certain central meter or group of meters reaching their maximum or minimum value. Meters are dynamic, and have the following properties.

Minimum/Maximum Value

All meters have a minimum value of 1. The maximum value of a meter is some number above 1, to a maximum of 10. Depending on the circumstances, some Meters may give bonuses or penalties to rolls against other meters. The standard bonus for such Meters is +1 per every 2 points in the meter (at 2, 4, 6, 8, and 10 respectively). Depending, these bonuses may change to penalties if the Meter falls below a set level (usually 5).

Starting Value

Meters can begin at just about any value, and rise or fall depending on the actions of the PCs and the NPCs. The most common starting value for a Meter is 1, 5, or 10, which helps define the action it requires. For example, in a Challenge scene where the party is attempting to rush through a room filled with traps, they might begin with two Meters, a Meter that begins at 1 representing their progress and a Meter beginning at 10 representing their overall condition. The party must progress through the area and raise their progress meter to 10 before their condition meter falls to 1 and they take too much damage from the traps.

Meter Value

Some Meters do not determine how a scene ends, but will give bonuses or penalties to the primary meters making it easier or harder to succeed. There are typically three ways these Meters can work. A Meter can either begin high and impose penalties as it falls, begin low and grant bonuses as it rises, or begin in the middle and grant bonuses or penalties as it rises or falls. The table below shows how the Meters might affect rolls depending on the methodology.

Value	Penalty Meter	Bonus Meter	Hybrid Meter
1 - 2	-4	+0	-2
3 - 4	-3	+1	-1
5 - 6	-2	+2	+0
7 - 8	-1	+3	+1
9 - 10	+0	+4	+2

Meter Result

Depending on the Meter, bringing it to either the maximum or the minimum value may cause a special effect. For some Meters, once they have achieved maximum or minimum value the Meter freezes and cannot be influenced for the rest of the scene, but continues to provide the bonuses or penalties. For others, the scene ends either negatively or positively for the party, which can have far-reaching effects on the flow of the campaign. Finally, some Meters will not have an end result, the Meter will continue to rise and fall throughout the course of the scene but never lock in or determine the scene's conclusion.

Participants and Obstacles

Each Challenge scene is made up of a number of groups, characters, or set-pieces that can influence the scene in one way or another. There are two different categories, Participants and Obstacles, and each effect the scene in a different manner.

Participants

Participants are taking part in the scene; they are part of the scene's Initiative order and they act every round to influence the scene in their favor. PCs are almost always Participants in a scene; it is their actions that ultimately shape the events,

but other Participants can be things such as NPCs the players are negotiating with or guards who are searching for them.

Obstacles

Obstacles are people or factors that must be overcome in a Challenge scene to succeed. Obstacles hold their own Meter in a Challenge scene and must be rolled against and influenced. An Obstacle can be anything from an impartial judge overseeing a case to an ancient artifact sealed by powerful magic. Obstacles have their own unique opinions or constructions, the impartial judge might be upstanding and respond negatively to a bribery attempt, and the artifact might be blessed by a specific deity and respond positively to that deity's clergy. Obstacles do not roll, they have a set difficulty determined by the GM that must be exceeded in order to drive the Meter in a favorable direction.

Challenge Scene Flow

When a challenge scene begins, all Active Participants roll Initiative, using the same Initiative rules as Combat scenes. Each time a Participant's turn comes, they may make a single attempt to influence one of the meters. The Active Participant declares not only the meter they are influencing, but how they are attempting to influence it, and the GM assigns bonuses or penalties based on their chosen tactics. Should their roll succeed, the meter moves 1 point in the intended direction, but should it fail, the meter moves 1 point the other way. Furthermore, for each 5 points by which the roll succeeds or fails, the meter moves by an additional 1 point. There is no limit to how much a meter can rise or fall in any given action, although a meter can never be increased above its set maximum value or decreased below 1.

During a Challenge scene, participants only have one action each turn, which can be used to make a roll against a meter or as an attempt to bolster allies, hinder enemies, or recover from effects imposed during the scene.

At the end of each round, the Initiative resets and the Active Participants all gain 1 Valor.

Challenge Actions

Challenge actions can be any number of activities such as climbing, jumping, swimming, diplomacy and tracking. Challenge Actions can either be incorporated into a Combat scene or can be utilized in Challenge Scenes, which use them exclusively to resolve conflict or overcome an obstacle.

Resolving a Challenge Action

When a PC and NPC are interacting and come into conflict for some reason or another in a challenge scene, most can be resolved by a simple opposed roll of two Active Attributes. The Attributes don't necessarily need to be the same, but the general result is the same. If the aggressor of the action rolls equal to or higher than the defending Participant or the set value of the Obstacle, their action is successful. If they roll lower, their action is a failure.

In a number of challenge situations, the degree to which you succeed or fail determines the outcome. For example, in a heavy diplomatic negotiation or infiltration, greater success or failure can cause larger effects on the movement of the scene.

Most Challenge actions have common Attributes associated with them, but characters are not restricted to just what is listed. Whenever a character is taking a Challenge action, the player must describe what they are doing and justify to the GM the Active Attribute they are using. It is up to the GM whether to accept the proposed Attribute or rule that it should be a different Attribute depending on the strength of the player's description and justification.

Standard Challenge Actions

Athletic

The Athletic challenge actions represent displays of agility and physical prowess, such as swimming, climbing, jumping, and other actions that require physical exertion. These checks are normally made against a flat difficulty, and generally make use of either Muscle or Dexterity, depending on which seems more applicable.

Empathy

Empathy determines your ability to empathize and sense the feelings of others, as well as perceive falsehoods and sincerity. It typically uses Resolve or Intuition.

Engineering

Engineering involves the construction of structures, devices, and other useful creations. Engineering generally involves Intuition for the initial planning and execution, but may also involve later Muscle or Dexterity rolls for the actual construction.

Legerdemain

Legerdemain involves subtle tricks and tactics that are often somewhat underhanded. It includes actions such as sleight of hand, picking pockets, disarming hazards, and opening locked doors. It typically involves Dexterity, but may also involve Intuition for cons and tricks.

Mystic Arts

Mystic Arts are the character's proficiency with the arcane and supernatural, for things like magic rituals and enchantments. It usually involves Intuition or Aura.

Healing

Healing involves the character's ability to tend to the wounds of themselves and their comrades. It usually involves Intuition for knowledge of the appropriate measures, and can often require Dexterity or even Muscle to properly tend the wounds.

Knowledge

Knowledge represents the summation of your character's knowledge and experience. Knowledge checks are almost always made against a flat difficulty and make use of an Intuition roll, although in some cases a Resolve roll may be appropriate if it's more feel than informed knowledge. In general, knowledge is handled on a broad basis for terms of the *Proficiency*, *Asset*, and *Challenge Technique* Skills; topics of knowledge tend to be based around things like Science, Mathematics, Politics, Psychology, and History, and the Skills must be taken individually based on a specific topic.

Leadership

Leadership involves directing people to complete a specific task or set of tasks. It includes actions such as commanding troops or leading a team to victory in a sport. It typically involves Intuition or Resolve for tactical analysis or inspiration and bravado.

Negotiation

Negotiation generally encompasses diplomatic negotiations, as well as bluffing or even intimidation. It generally requires a Resolve roll or an Intuition roll, Intuition applying to more subtle or complex situations that require eloquence or complex word games, Resolve applying to situations that require personal magnitude or presence. Penalties or bonuses can be assigned for extenuating circumstances, since deals with obvious benefit are more likely to cause a positive reaction and deals that are clearly stupid or dangerous are highly unlikely to be accepted. Negotiation cannot be used against other player characters; this Challenge Action is specifically intended to influence NPCs within the game.

Observation

Observation represents a character's ability to notice unusual details or catch someone sneaking up on them. Observation normally makes use of Intuition, but in some cases Aura is also appropriate. In cases of noticing a small but significant detail, a flat difficulty can be assigned. For cases such as noticing if someone is using stealth, Intuition, Aura, or even Resolve might be applicable.

Stealth

Stealth can manifest in various forms, but generally indicates a concentrated effort to remain unnoticed. In some cases, Stealth can require Dexterity for hiding; in others it can require Aura for suppressing one's apparent power or even Resolve or Intuition for blending into a crowd (Resolve for appearing like you know what you're supposed to be doing and Intuition for faking certain social patterns, especially among the upper class). Penalties or bonuses can be assigned for extenuating circumstances. When one character is utilizing Stealth, the other character uses Observation to find them.

Other Actions

"Other Actions" is a universal descriptor that can be applied to just about any circumstance. In most cases, an opposed roll or a flat difficulty against an applicable Attribute is sufficient. In other cases, you may want to assign bonuses or penalties to the roll based on extenuating circumstances. There is no Challenge situation that cannot be solved in one of these two ways if necessary. In most cases, it is best to assume that the characters can do most normal tasks without difficulty: if it comes down to a roll it should at least have some level of difficulty.

Assist Action

Whenever a character uses a Challenge action, any character who has not yet acted this round may assist them in this roll. The characters both roll for the same action (they may select different Active Attributes to employ if able, and they may go about it in different ways to attempt to garner bonuses). Pick the best result and add +2 to the result for each additional character assisting in the action.

Characters who took part in an Assist action forgo their own action this round. Assist Actions are only available with the permission of the GM, and the GM may rule that a certain situation is not one in which an Assist action would be permitted, or choose to impose penalties (such as if another character steps in to cover a social gaffe committed by the first character).

Challenge Skills

Challenge Skills provide characters flexible options to enhance their performance in scenes. Be they assets such as great wealth and connections, or special Challenge Techniques they can use to force a scene in their favor, Challenge Skills allow characters to bring their unique talents into other areas than combat.

Additionally, characters may bring their combat Techniques into a Challenge scene if warranted. If they feel a Technique they possess may be useful, they can use it so long as they meet the requirements to utilize it at that point in the Challenge scene, paying all costs as normal. It is up to the GM how the Technique usage affects their roll.